

IMAGIC

SHOOTIN' GALLERY™

GAME PROGRAM INSTRUCTIONS



Step right up and take your best shots at a crazy carnival of hopping, jigging, crawling, chugging, swinging, zipping, dancing, prancing targets. There's even a funny old-time train. Try the "Hotshot Challenge": a cuckoo grabs your ammo if you don't ding the clock in time, and targets speed up the more you hit 'em! Be the Fastest Gun in the West or East! Bang that caboose for a big score and a little circus music!

GAME OBJECTIVE

Get as many points as you can by hitting moving targets — **especially** these:



Aim and shoot at the most valuable ones you see. Hit targets on the bottom line to win extra shots. See if you can beat your own record score!

GAME PLAY

Score
16-Shot Bars
Remaining Shots
Big Score Targets
Monkey
Train
Extra Shot Targets



Only Some of These Targets Will Appear on Your Screen at the Same Time.

- ⊕ You start with 64 shots...
 - ⊕ Each little bar above the clock stands for 16 shots.
 - ⊕ Each big bar next to the clock stands for 1 shot.
- ⊕ Score 20,000...40,000...60,000...80,000 points:
 - ⊕ You earn 4 bonus shots at each level.
 - ⊕ PLUS an extra shot for each bottom-row target you've hit (maximum number of extras each time: 11).
- ⊕ You hear a musical salute...
 - ⊕ At the start of each game;
 - ⊕ When you hit the caboose;
 - ⊕ When you get your bonus shots.

HAND CONTROLS

- ⊕ Use **left** hand controller.
- ⊕ Use **joystick** to aim the gun. Position controller so the **red button** is in the upper left hand corner. Lean joystick to the left or right to move the gun.
- ⊕ **To shoot:** press red button.
- ⊕ Note: Don't push the joystick up when you press the button. If you do, the gun won't fire.



CONSOLE UNIT

- ⊕ Change game variation by pulling **GAME SELECT** switch.
- ⊕ Game number appears at top center of screen.
- ⊕ Pull **Game Reset** Lever to begin action.
- ⊕ To replay same variation after game is over, push joystick UP and press red button at the same time. Or, pull the RESET switch.

GAME VARIATIONS

GAME FEATURES

GAME #1	NO TIME LIMIT	ONE SPEED
GAME #2	NO TIME LIMIT	
GAME #3		ONE SPEED
GAME #4		



– means that all the targets move faster when your score reaches 20,000, 40,000 and 60,000 points! The game pauses while you get the extra shots you have won (up to 11), plus 4 bonus shots.

– means that you must hit the clock **before** all the spots on the face of the clock disappear. If you don't, the cuckoo takes away 4 of your shots. Keep an eye on the clock — save all your shots for shooting!

SCORING AND STRATEGY

GAME #1

("TARGET PRACTICE")

TARGETS



Clock



Kangaroo Seal



Penguin Squirrel



Monkey

WHEN YOU SEE 'EM

All the time

After you hit 1 monkey

After you hit 6 monkeys

As he jumps through windows

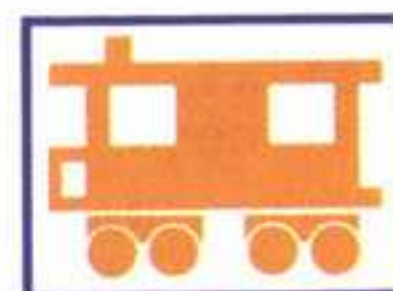
POINTS

100

2,000

3,000

500



Train caboose



Train boxcar



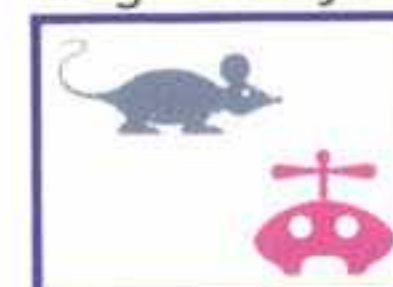
Train engine



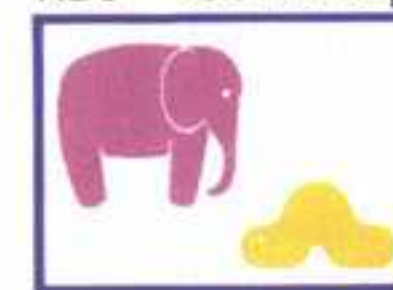
Snail Rabbit



Frog Gullywhomper



Rat Gumdrop



Elephant Inchworm

Before you hit the engine 5,000

Before you hit the engine 1,000

After you hit any target 100

As they run across bottom line 100
PLUS AN EXTRA SHOT *

After you hit 4 cabooses 500
PLUS AN EXTRA SHOT *

After you hit 6 cabooses 1,000
PLUS AN EXTRA SHOT *

After you hit 8 cabooses 1,500
PLUS AN EXTRA SHOT *

* Up to 11 extra shots, awarded when your score reaches 20,000, 40,000, 60,000 and 80,000 points — plus 4 bonus shots!

- ⊕ The whole train leaves the track when you hit the engine.
- ⊕ Hit any target and a new train will appear.
- ⊕ To get higher scores, hit the caboose and boxcars **before** you shoot the engine!
- ⊕ The game is over when all your bullets are gone.

GAME #2 ("SPEED-UPS")

SAME RULES AND SCORES AS GAME #1, WITH THESE SPECIAL FEATURES:



Kangaroo



Seal

- ⊕ You see 'em after you hit 2 monkeys.
- ⊕ The targets speed up at 20,000, 40,000 and 60,000 points.

GAME #3 ("CUCKOO WATCH")

SAME RULES AND SCORES AS GAME #1, WITH THESE SPECIAL FEATURES:

- ⊕ You must hit the clock before all the spots on the face of the clock disappear, or else the cuckoo will take away 4 of your bullets!



Kangaroo



Seal

- ⊕ You see 'em after you hit 3 monkeys.
- ⊕ The targets keep moving at the same speed.

GAME #4

(THE "HOTSHOT CHALLENGE")

SAME RULES AND SCORES AS GAME #1, WITH THESE SPECIAL FEATURES:

- ⊕ You must hit the clock before all the spots on the face of the clock disappear, or else the cuckoo will take away 4 of your bullets!



Kangaroo



Seal

- ⊕ You see 'em after you hit 4 monkeys.



Whole Train

- ⊕ To get a new train, you **must** hit the monkey.
- ⊕ The targets speed up at 20,000, 40,000 and 60,000 points.

BONUS AND EXTRA SHOTS

- ⊕ In every game the action pauses every 20,000 points (up to 80,000) to give you:
 - ⊕ 4 free bonus shots;
 - ⊕ An extra shot for each target you've hit on the bottom line.
 - ⊕ The maximum number of bonus and extra shots awarded at each "intermission" is 15.

WINNING TIPS

- ⊕ Always try to hit the caboose **before** you shoot the engine, to get more points.
- ⊕ In Games 3 and 4, remember to hit the clock in time. Save bullets!
- ⊕ You cannot hit the monkey while the gun is directly under the clock. Move gun to the left or right to hit the monkey.
- ⊕ You always get higher score points after you hit the monkey and the caboose several times, so concentrate on those targets first!

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IMAGIC

Customer Services
1875 Dobbin Drive
San Jose, CA 95133

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